```
Order
          # parent
          # type
          # subtype
          # done
          # group
          # targetlocation
          # suborders
          # messagequeue
          # actionstring
          + ChooseTarget()
          + PursueTarget()
          + ClearMessages()
          + Order()
          + Order()
          + Destroy()
          + Execute()
          + queryType()
          + queryAny()
          + eraseType()
          and 24 more..
          # ~Order()
          # Destructor()
                   Δ
           CommunicatingAl
# anger
# appease
# moodswingyness
# randomresponse
# mood
# contraband_searchee
# SpeedAndCourse
# which_cargo_item
+ Destroy()
+ getMood()
+ GetRandomUnit()
+ RandomInitiateCommunication()
  TerminateContrabandSearch()
+ InitiateContrabandSearch()
+ UpdateContrabandSearch()
+ CommunicatingAI()
+ ProcessCommMessage()
+ AdjustRelationTo()
+ ~CommunicatingAI()
+ selectCommunicationMessage()+ selectCommunicationMessageMood()
# GetMadAt()
             Orders::FireAt
       # missileprobability
       # lastmissiletime
       # delay
       # agg
       # distance
       # lastchangedtarg
       # had_target
       + ChooseTarget()
       + PossiblySwitchTarget()
       + PursueTarget()
       + AddReplaceLastOrder()
       + ExecuteLastScriptFor()
       + FaceTarget()
       + FaceTargetITTS()
       + MatchLinearVelocity()
       + MatchAngularVelocity()
       + ChangeHeading()
       and 17 more...
       # ShouldFire()
       # FireWeapons()
       # ChooseTargets()
# isJumpablePlanet()
       # ReInit()
       # SignalChosenTarget()
                   Δ
         Orders::AggressiveAl
   + Fshield_prev
   + Fshield_rate_old
+ Fshield_prev_time
   + Bshield_prev
   + Bshield rate old
   + Bshield_prev_time
   + Lshield_prev
   + Lshield rate old
   + Lshield_prev_time
   + Rshield_prev
   and 18 more...
   # logic
   # logiccurtime
   # interruptcurtime
   # nav
   # navDestination
   # lurk_on_arrival
   # last_directive
   + SetParent()
   + AggressiveAI()
   + ExecuteNoEnemies()
   + Execute()
   + getOrderDescription()
   + AfterburnerJumpTurnTowards()
   # SignalChosenTarget()
   # ProcessLogicItem()
   # ExecuteLogicItem()
   # ProcessLogic()
   # ReCommandWing()
   # ProcessCurrentFgDirective()
                   Δ
             Orders::Ikarus
        + Ikarus()
```

+ Execute()

+ getOrderDescription()